

!! MAJOR CRASH LOCK UP !!

THE GAME LOCKED THREE TIMES IN A COUPLE OF HOURS WITH A NINE YEAR OLD PLAYING IT!

The problem seems to centre around clicking on an ore in a block where a building will be constructed.

TUTORIAL MAP

Do not put the central section, sloping down to the Lava, as this prevents you from building on it, which is not explained yet.

The wall to cut away on the right is too far away. The 'click HERE' icons are not visible as they appear off screen.

The ore and crystals appearing together is confusing, they should be separate.

The map is too wide; you can scroll so the visible map is off screen.

Take out the spiders is possible.

MESSAGES

Prints message 'crystal and Ore found' when it hasn't been.

This seems to be when clicked on a square, to select it.

This happened when you click on a wall to re-enforce it.

Tool Station – change name to Tool store.

ICONS:

The main default icons – there should be three, we now have five???

Electric fence is a building. – put in the buildings menu

Info will be a separate icon, else where, not an action icon, and isn't fully implemented yet.

The icons should all be cascading down from the top right hand corner of the screen, NOT doubled or tripled up, as asked for and sketched and explained.

The 'help' text should be instant on the icons, as it takes too long to see what they are, and the icons aren't obvious enough.

The selection panel in the bottom left– crystals and icons – disable this – it has no effect and is therefore confusing.

Sell icon should be 'leave planet'

When a RR unit is selected then it does not show the icons for a selected unit.

The RR selected icons, do not have pick up icon.

The order of icons needs to be more obvious.

Selected man:-

Dig, Canteen, drop, pick up, get tool, upgrade, training, views, leave planet

When you select a floor with rubble, it only shows the build path icon!!

The icon panels should drop back to the default main menu after an icon has been used.

The teleport out icon does not show, teleport out!, and mini fig and up arrow perhaps!

You can not send more than one RR to dig a wall, the option does not come up.

The icons panels should disable all the icons that are not available.
It allows you to think you are doing things like dynamite, when you can't.

When you select a block it does not show all the options, for dig, re-enforce etc.

When I selected a unit to get a spade, he couldn't, no reason why?

PATH

The ground should be highlighted to show a path to be laid.
The path block should be a different colour to the building entry.
When placing a building, it isn't clear, where the path needs to connect to.
- Can we put the text on the transparent graphic?
Paths can be in white – to show a difference to entrances.

You select a lava block to place a path on, no error!

BUILDINGS

(see also paths)
Building shapes by default should face forward, not with entrances facing away from the screen.
There needs to be help to say how to rotate, what you can/can't place on and what the colours mean.

BUBBLES

The thought bubbles should pop up for a short time for **all** the actions, drilling, path making etc.

DEPENDENCIES

Take out the ore refinery, it takes time to build and has no initial benefit.

RE-ENFORCE WALL

It still takes only 1 hit to get it to work, this should be longer.

PICK UP LOGIC

The RR pick up ore while standing in the stores, and just wait there. They should not hang around in the stores.
The should also not be picking up crystals or ore when there is no place to take them?,
Can the unit do the task should also check if it can route find there,
As there is no 'there' to take it to, it should fail!

CURSOR

When the Cursor is over a figure, the mini figure should turn and face the player, and randomly do one of his actions, flip over, jump, clap etc.

GRAPHICS:

The teleport out icon does not show, teleport out!, and mini fig and up arrow perhaps!

NEW PANELS

CRYSTALS

Panel at the bottom of the screen should show, number of crystals left to collect, as an empty and full graphic.

SPEED UP ICON

We could do with the speed up being on an icon on the screen.

SELECTED UNIT

The selected unit still continues his old actions, when selected, he should stop.

IDEAS**1st Person.**

If you bump into another RR then they should respond, turn and face you!